
Title: Daemonism - Volume IV

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Within this Volume I shall continue to write on the weakness of Daemons and a bit more on their bind to our world.

Daemons are bound by truth. Being as they are about lies and trickery, they can not possibly break a bound created by truth. In fact, if you ask a Daemon (who is bound through a game of truth) which is stronger, Deceit or Truth, he will tell you truth is the strongest, or he shall be sent back to the Abyss.

Many fear summoned Daemons, and feel that the one to summon them has no or little control over the beast.

I assure you this is false! The Daemon can not go against command without breaking his bond to this world. If a Daemon is to kill anyone, it is either because it was attacked first, or because it was ordered to by its master.

Currently, Moonglow has outlawed the teaching or practicing of Daemonism and its summoning. They do this in care as to not recreate the event which took place in Britain so many years back. This I shall go

over in my next
Volume however. It
shall be a deeper look
into this event and
explain
how Relvinian (the
mage who was held
responsible for the
horrific event) was at
fault, not the Daemon.
During one of my
studies, upon the roof
of my tower, I
summoned forth a
Daemon in order of
staying within a
confined area. This
confined area was the
Pentagram to which I
summoned it upon.
Within the bind, it
knew that if it were to
leave the Pentagram it
would be released back
to the Abyss. Oh,
how much that
Daemon wished to
leave this world that I
had summoned it too.
It tried so hard to
tempt me into allowing
it to leave for some
reason or another, and
it played its mind
games with me. It
failed in all this
however, and was
held there for quite
some time. This was
actually highly
amusing to myself.
Watching such a
powerful beast
struggle and twitch
with its anger and
hatred towards me and
unable to do a thing
about it.
At last it left, as I
could no longer hold it
to this world. My
spells of summoning
are strong indeed, but
still I lack the power to
hold it here for more
than a few minutes at
the least.
A word to the young

and to the students of
the arts, to take great
care if you are ever to
summon this beast to
this world. As I have
said before, Daemons
do so enjoy mind
games, and they will
never pass a chance to
use you in these
games in order to gain
freedom from either
our world...or its
bind. If a Daemon is to
break its bind and still
remains with our
world, may the
Virtues help you!
Always make sure to
make your commands
clear to the Daemon
upon the summoning.
If these commands are
unclear, they shall be
used against you I
promise.